



Jeff Raglin

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Game Chef 2014



Jeff Raglin

Discussion - 9 May 2014

#CardGames

So, I have an idea that seems sufficiently fruitful to start playing around with: for each scene, the players draw a set of cards, and on those cards are the rules for that scene. (I'm imagining multiple stacks, so each scene gets a card for scene-setting, maybe cards for conflict or scene resolution, and some number of other general cards.) I'm imagining a frame of a group of people visiting a long-overgrown ruin ('ruins reclaimed by wilderness' was the second most obvious direction from the ingredients for me, and I didn't want to do a game about Druids.) and telling stories/myths about the people who built and lived in them.

I've got a lot of other random ideas within that context (going to have currency and dice around, for use in the rules, have each card contain one or more flavor-esque keywords that the other cards' mechanics can draw on, cards that introduce recurring characters that a player will keep from scene to scene...)

Two years ago I did a card game, an attempt at a deckbuilding rpg thing, and after spending far too much of the event's time fiddling with formatting and such, I came across nanDeck, a piece of free software that I'm probably going to try and use from the start this time and hopefully make things easier on me.

9



8 comments



Ray Otus 9 May 2014

Love the idea. You might look at how Vincent Baker's Sundered Lands gives conversational structure to the game without a lot of rules. I think a riff on that kind of formatting might be ideal for your index cards.



Fred Bednarski 9 May 2014

It is a fine idea. You can even go further with it, by using art as scene setting. Lookup dixit and Once upon a time. They are card games, but use art to tell the story.



Jeff Raglin 9 May 2014

I'm sort of leaning a little bit in the other direction; I want a certain amount of fiddliness in the mechanical pieces, and being limited by "fits on a playing card in a readable font" is already going to constrain things. (Going to ignore art entirely; I'm not an artist and wrangling copyright-free art is exactly the sort of thing I don't want to spend event time on.)

I'm going to call the currency "Glitter", that fits what I have in mind well.



Dave M 9 May 2014

I am sort of doing the same thing where the rules for conflict resolution change depending on which cards are played.



Jeff Raglin 10 May 2014

Okay, so this game now has a name: Palm and Pine. Hits the allusion area I want dead on, has the traditional rpg name format, and foregrounds a vegetation motif I'm planning on using. Also did a couple card mockups, still not quite where I want them. Need to decide how many of each card type to aim at, too.



Manu Saxena 11 May 2014

Wonderfully creative idea!



Jeff Raglin 12 May 2014

So, where I'm at now: I have the formats for the four types of cards set up. I have the 'metarules' and necessary player advice (including two 'base mechanics' that I'll be able to do variations on) currently fitting on seven

mechanics that I'll be able to do variations on, currently sitting on seven cards with a bit of space to grow if needed. Haven't done the card backs yet,

but other than that I'm mostly done with the nanDeck coding part and on to the writing cards part. I've set my goal at 26 scene cards, 26 conflict/task resolution cards, 26 scene ending cards, and 78 rule cards. (Even though proxying with old Magic cards is more likely to be done by anyone actually playing this than using standard decks, the numbers are arbitrary enough and that's roughly in the range of where I want each deck to end up that I might as well make it work out to three decks total.) Second post. with sample cards, coming probably tomorrow.



Jeff Raglin 16 May 2014

Posted my final contest draft over at

<http://mappamundorum.wordpress.com/2014/05/16/game-chef-2014-palm-and-pine/>

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